

Faculty of Informatics

Natural End-User Development of Mashups

Saeed Aghaee, Cesare Pautasso, and Antonella De Angeli

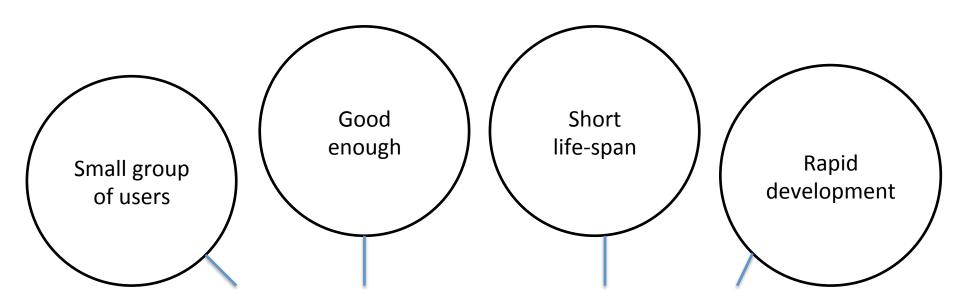
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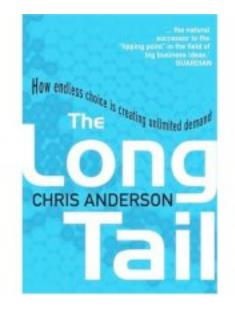
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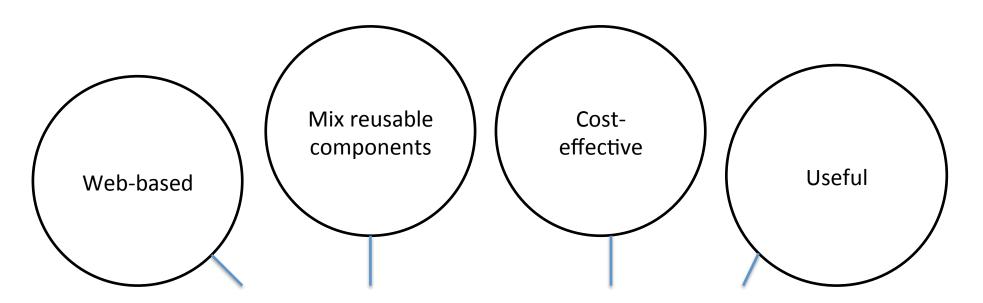
Situational Applications



Situational Applications



Situational Applications Web 2.0 Mashups



Web 2.0 Mashups





Technorati















































Traditional Software Development model

Developers vs. Users

Traditional Software Development model

Developers vs. Users

Develop-it-yourself

End-user mashup development for everyone on the Web



































Too specialized/complex for non-professional users



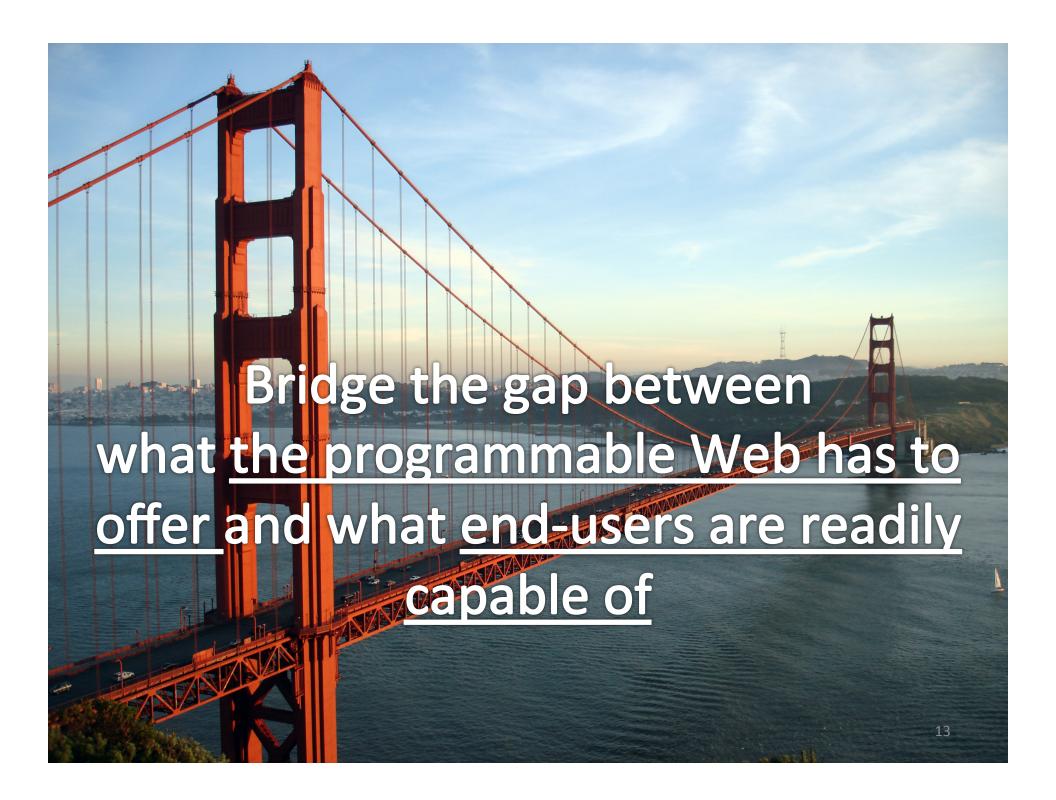




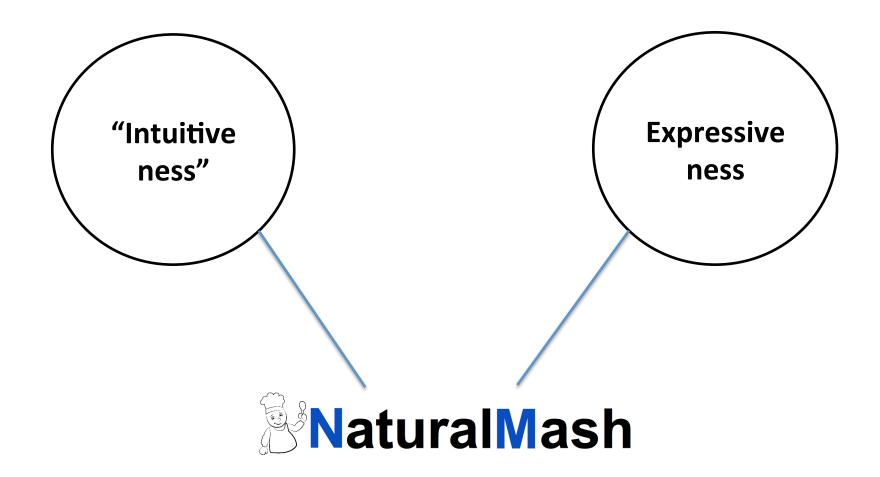
Too simplified



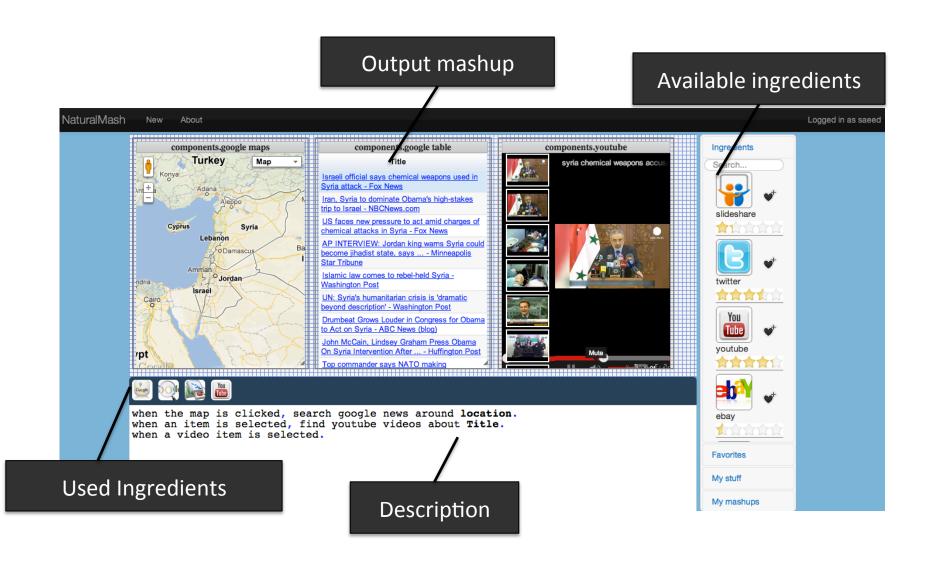




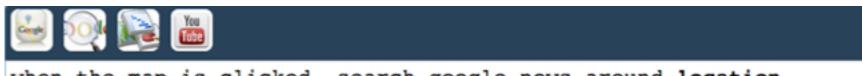
NaturalMash



Developing mashup using natural language and visual interaction



Natural Language based Integration



when the map is clicked, search google news around location. when an item is selected, find youtube videos about Title. when a video item is selected.

Event-based ("when the map is clicked, ..") and sequential ("find youtube videos about title, and ...") integration styles

Natural Language Autocompletion

```
find s.

Do...

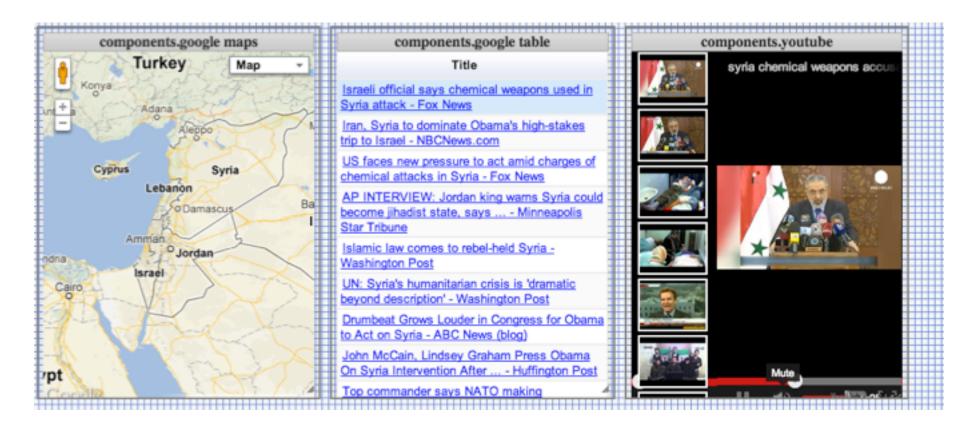
find singers named [name]

find slides about [keyword]

find songs titled [name]
```

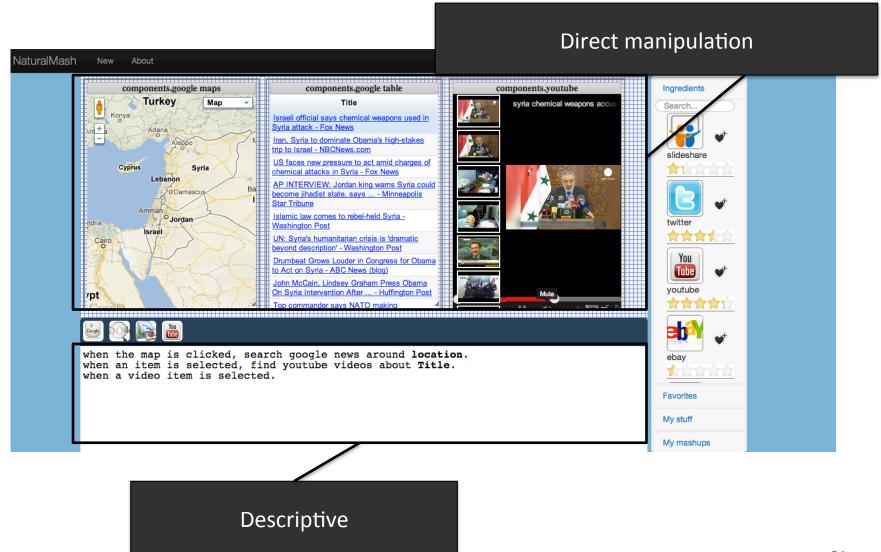
Every API has a short description with natural language (autocompletion helps with discovery)

User Interface Design

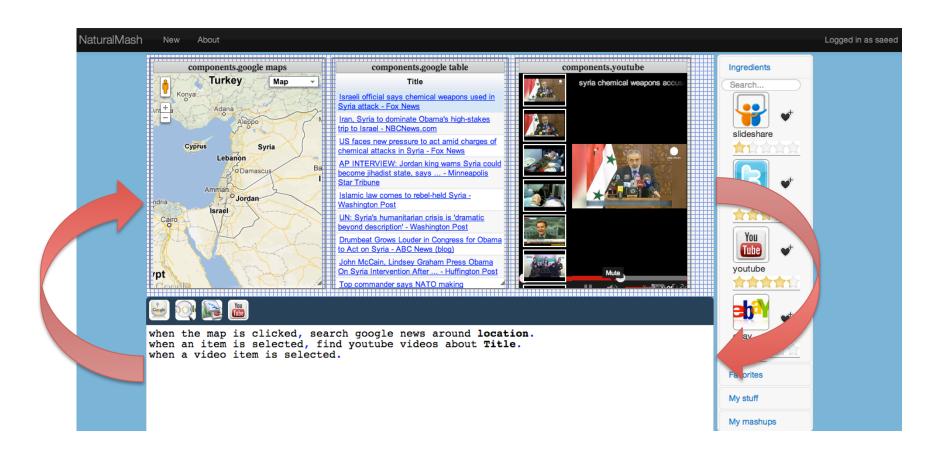


Move and resize widgets

Programming by Demonstration (PbD)



Live Programming Style



Main Features

Requirements / Decisions	Expressiveness	Intuitiveness
Natural Language Programming	X	X
Autocompletion		X
UI Design (WYSIWYG)	X	X
PbD	X	X
Live Programming		X

Demo

Shopping Assistant Mashup

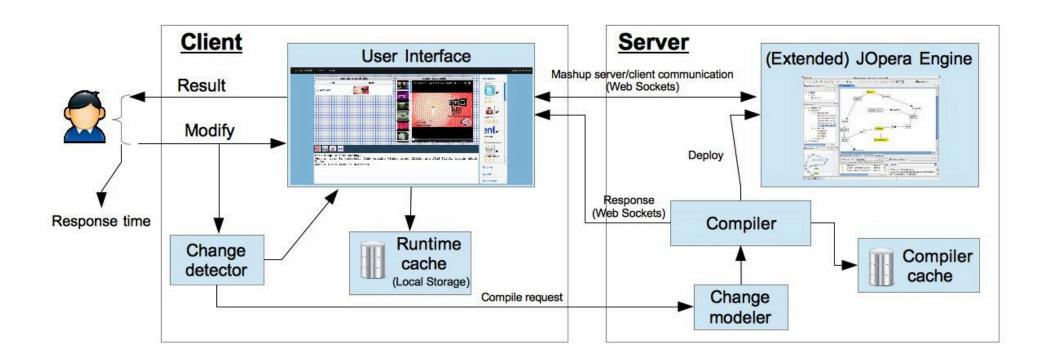








Architecture



Compiler

Scanner

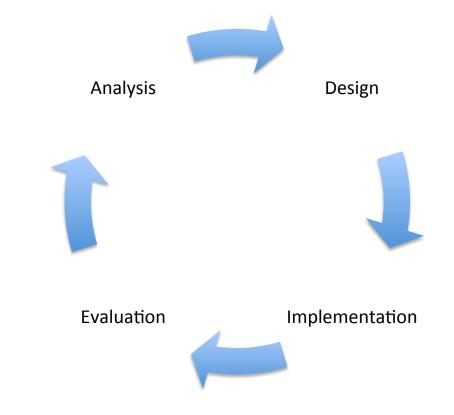
Formal parser + NL Parser

Semantic Extraction (Control Flow)

Semantic Extraction (Data Flow)

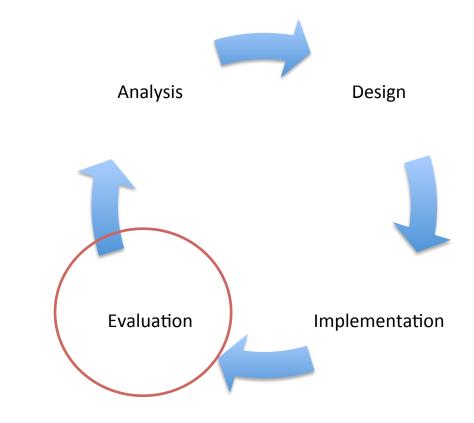
Code Emitter (JOpera)

Iterative User-centered Design and Development



Two iterations are completed

Iterative User-centered Design and Development



Two iterations are completed

Formative Evaluation: Goals

Main Goal:

Identify usability problems to help correctly drive the design.

Sub Goal:

Assess the success of the design in meeting the requirements (expressiveness and naturalnesss)

Formative Evaluation: Participants

Sampling:

36 participants (iteration 1: 12, iteration 2: 24) were selected by convenience method from high school students, first year BSc students, and university staff.

Background:

diverse background (20 non-programmers and 16 novice programmers)

Formative Evaluation: Methods

Task-based

Questionnaire

Screen and session recording (Iteration 2)

Interview (Iteration 2)

Formative Evaluation: Tasks

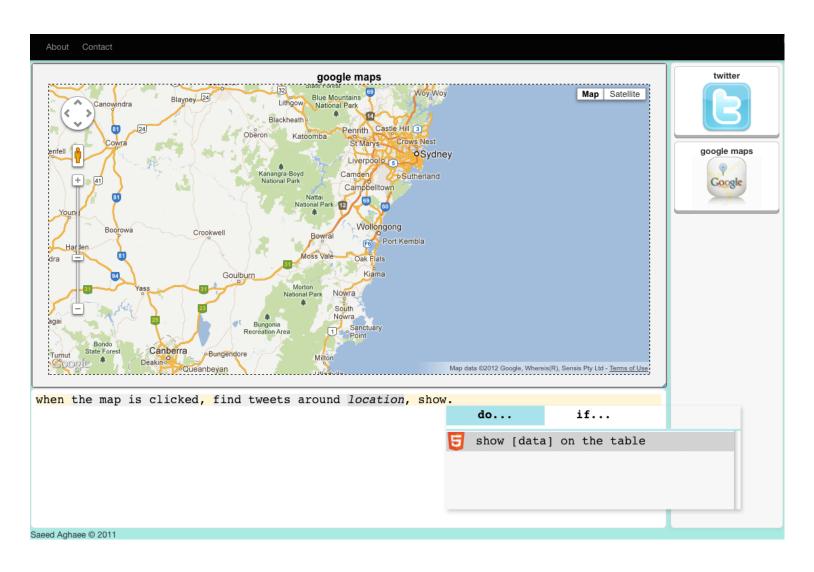
Pre-constructed task:

4 different (given) mashups with increasing complexity (number of components)

Open (self-generated) task

A mashup proposed by the individual participant

Iteration 1 version



Iteration 2 version



Feature Additions (Iteration 1)

Requirements / Decisions	Expressiveness	Intuitiveness
Semi-Structured editor		X
Ingredients Toolbar	X	X
Component Dock		X
Drag & Drop		X

Semi-structured Editor

completely eliminates the possibility of making syntactical errors

when the map is clicked, find tweets around location,



when the map is clicked, search google news around location. when an item is selected, find youtube videos about Title. when a video item is selected.

Punctuations are added automatically, while they can also be typed by the user

Ingredients Toolbar

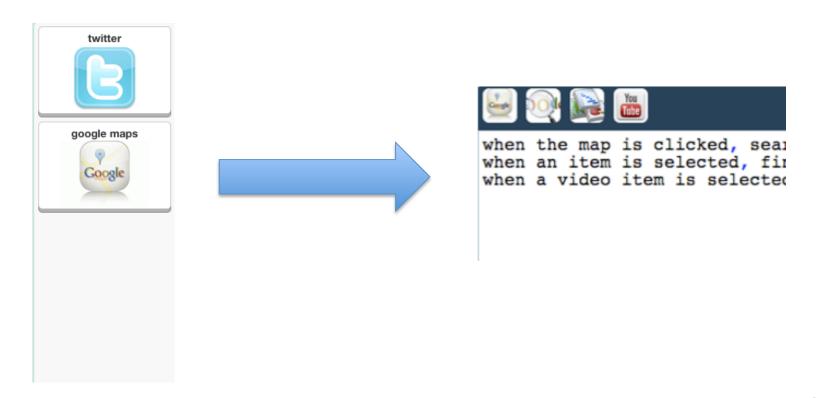
shows a searchable list of available components

(ingredients)



Component Dock

Shows which components (ingredients) are used in the mashup



Drag & Drop

Allows to add ingredients to the mashup being edited by dragging them from the toolbar and dropping it in the text field or visual field.



Feature Additions (Iteration 2)

Requirements / Decisions	Expressiveness	Intuitiveness
Composition suggestion	X	X
Categorizes examples for mashups	X	X
Stateful live programming		X

Formative Evaluation: Results

Task completion:

The majority (95%) of the participants (in both iterations) completed the tasks

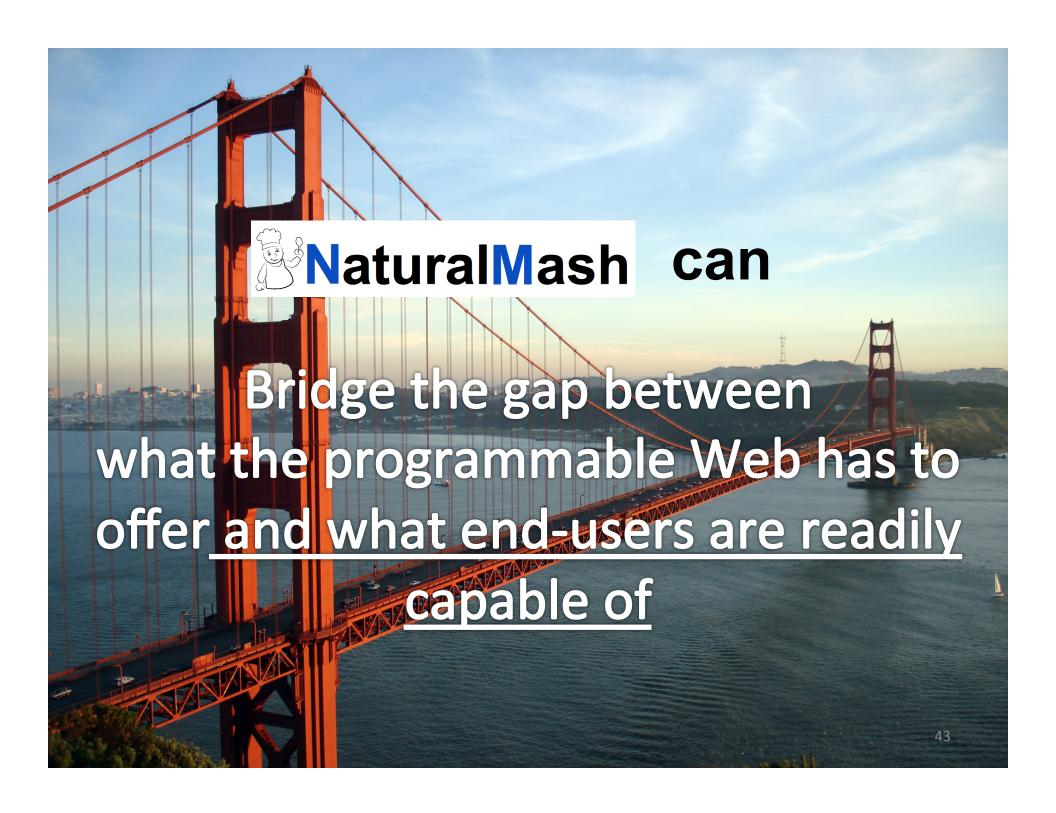
Satisfaction and user experience:

The majority of the participants felt satisfied and positively about the tool.

Formative Evaluation: Results

Self-generated tasks:

- A mashup that measures the level of online presence in tourism, using social network APIs such as Twitter and Facebook.
- A mashup that enhances online shopping experience using eBay, Flickr, and Facebook.
- A mashup that delivers location-based news with related media content (video and image) using Google News, Youtube, Flickr, and Twitter.





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